



OLD TOWN TEMECULA COMMUNITY THEATER



SHAWNA SARNOWSKI
PHOTOGRAPHY 2015

Technical Specifications

Updated September 27, 2016

Old Town Temecula Community Theater is a performing and visual arts facility that includes a 361-seat proscenium theater opened in 2005, the charming 1890 Mercantile Building that houses an intimate performance space and a visual art gallery, a dance studio, and a 1,390 square foot rehearsal space that can be divided into two rooms.

The mission of Old Town Temecula Community Theater is to present and promote the arts and their ability to enrich community life. The Theater staff recognizes that successful events are a collaborative effort that require a high degree of skill, cooperation, teamwork, organization, flexibility, and shared information. The Theater staff is dedicated to providing courteous, efficient, quality service to all clients. All house equipment will be set-up, operated, and struck by Theater stagehands.

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*Published by the City of Temecula
Community Services Department*

MAIN STAGE

Stage Specifications

Stage Floor

GRT Stagelam black, on 2 layers of 3/4" ply, on 2"x 4" sleepers, on 4" square resilient Neoprene pads. Point load maximum is 500 pounds per square inch (can accommodate a 4,000 pound car).

Stage Dimensions:

A.	Plaster Line to Back Wall.....	35'-3"
B.	Apron to Back Wall.....	40'-10"
C.	Forestage Apron to Back Wall.....	48'-7"
D.	Forestage dimension.....	7'-9" x 28'-0"
	(Note: The Forestage has three fixed positions: Stage level, House level with or without 19 seats, and Pit level and is moved manually.)	
E.	Stage Width from SR Wall to Locking Rail	70'-2"
F.	Proscenium Opening.....	36'-0"
G.	Curtain Line to Apron.....	7'-2"
H.	Curtain Line to Forestage Apron.....	14'-11"
I.	Curtain Line to Back Wall.....	33'-8"
J.	Stage Right Wing.....	18'-11"
K.	Stage Left Wing.....	15'-3"
	Proscenium Height (maximum)	21'-0"
	Height from Stage to:	
	Pin Rail	21'-0"
	Loading Bridge	42'-10"
	Grid	47'-0"
	House Floor to Stage	3'-0"
	Pit Dimension	12'-9" x 28'-0"
	Orchestra Pit Capacity:	18

Projection Distances:

Control Booth to Apron.....	48'-0"
Control Booth to Cyc.....	87'-10"
Balcony to Apron.....	44'-0"
1st AP to Apron.....	18'-0"
2nd AP to Apron.....	26'-0"
3rd AP to Apron.....	38'-0"
Follow spot to Apron.....	60'-0"
Rear Projection Booth to Screen (Lineset # 21).	12'



Stage Equipment

Dance Floor***	6 Rolls Rosco Blk/Gry 43'x 63" and 2 Rolls Rosco Blk/Gry 30'x 63"
Music Stands.....	36
Music Lights.....	36
Musician Chairs (black).....	44
Musician Stools (black padded).....	6
Orchestra Riser Tops.....	(4x8) 16
Orchestra Riser Leg(8", 16", 24")	10 sets each size
Choir Risers(3 step)	4) Wenger Travelmaster risers
Conductors Podium.....	1) 48" x 38" x 4" 2) 48" x 38" x 8"
Grand Piano***	Steinway & Sons, Model D, 9 ft
Upright Piano.....	Yamaha P-22 Studio
Orchestra Shell***	Travelmaster Shell
Drum Baffle (Shield).....	6 piece 1/4" Plexiglas, 2' x 4' ea.
Flags (U.S. and California).....	1 each
Lectern.....	1 each, ADA compliant
Prop Tables.....	9-6'x 30" Black Folding Tables 11-6'x 18" Black Folding Tables
Tech Rehearsal Table.....	2-6'x 30" Black Folding Tables

Sound System

Console: Yamaha PM5D 32-bit Digital Mixer
48 Mono Inputs
4 Stereo Inputs
Phantom Power is available on all 48 mono inputs.

Post Console Processing:
2 – Yamaha DME 64, cascade digital connection from PM5D

Effects: Included within Yamaha PM5D

Playback: 1 - Minidisk and 2 - CD (1 – playback only /
1 – Record and playback)
Note: iPod playback available via dock

Stage Research: SFX Deluxe/Audio playback and Show Control (provided)

Speakers: 7 - Renkus Heinz TRAP 40/7K
2 in left and right clusters,
3 in center cluster
Powered by QSC PLX 3402 and 2402 amplifiers

Front Fills: 4 - Renkus Heinz Mini-Trap
Powered by QSC amplifiers

Subwoofers: 2 – EAW SB180 Subwoofers
Located above center cluster
Powered by QSC PLX 3402 amplifier

Hearing Impaired System:
Gentner TX37A Transmitter
Gentner RX-1A Receivers

Mix Position: Center of orchestra seats

Monitors: 8 – JBL SRX712M wedges (6 mixes maximum)
Powered by QSC PLX 3402 amplifiers\
House provides for fold back from front-of-house

Snakes: 2 - 50', 20 channel
2 - 25', 6 channel

Sound Pressure Levels:

Optional Monitor System: ***

Console: Yamaha LS-9 (32 in by 12 out)

Monitor Speakers: 2-JBL PRX 525 Self Powered Side Fills (DBL 15 plus Horn)

2-JBL JRX 100 Drum Wedges (Single 15 plus Horn)

1-Hot Spot VC-7 Non-powered Monitor Speaker

Note: These are in addition to the JBL wedges above.

Powered by Crown XTi 4000 amplifiers

Optional Over Ear Headset Monitors:

1-Furman HA6AB Six Channel Mono Pre-amp

3-Furman HR-2 Two Channel remote stations (for headsets)

6-Behringer HPX-2000 Headphones

Sound Panels: Located throughout the building.

Microphones and Direct Boxes:

The following are provided subject to availability:
3 – Shure U4D Dual Wireless Receivers (6 total) with

6 – SM58 Handheld Microphones and

6 – U1 Belt-Pack Transmitter with

4 – Countryman WCE6 Headset Mics and

4 – Shure WL183 Lavalier Mics

1—Heil "Fin"

1-- Heil PR22

1-- Heil PR30

1-- Heil PR35

1-- Heil PR40

6 – Shure SM 58

6 – Shure SM 57

2 – Shure SM 81

4 – Shure Beta 98 D/S

5 – Shure Beta 98 H/C

2 – AKG C414B-XLS

3 – AKG C3000B

3-Beta 87 Vocal mics

1-Sub Kick Drum mic

1-Beta 52 Low frequency mic

1-SM 91 mic

1 – Electro-Voice RE20

8 – BSS AR-133 Direct Boxes

We require that sound pressure be kept within safe levels for both our audience and our crew. If the peak sound pressure levels at the closest audience or crew member exceed 95 db (A-Weighted) or 100 db (C-Weighted) the audio engineer will be asked to lower volume in the Theater.

Lighting System:

Control Console: ETC GIO 4K with 2-2 X 20 by Fader Wings
 Location: Control Booth, Back of House, Parterre Level
 Dimmers: ETC Sensor D20AF (236 – 2.4Kw dimmers. Dimmer per circuit)
 ETC R20AF Modules (29 – 2.4Kw)
 Circuits: 3-Pin

Lighting Inventory:

Conventional Fixtures:
 17-ETC Source Four 19 degree lekos (lamped @ 575w)
 30-ETC Source Four 26 degree lekos (lamped @ 575w)
 30-ETC Source Four 36 degree lekos (lamped @ 575w)
 20-ETC Source Four 25-50 degree Zooms (lamped @ 575w)
 48-ETC Source Four PARS w/lens kit (lamped @ 575w)
 29-Strand 8" Fresnels (lamped @ 1k)
 10-Altman 3-Cell focusing cyc lights (lamped @ 1k)
 6-ETC Source Four 26 degree barrels
 6-ETC Source Four 36 degree barrels

Automated Fixtures:

29-Elektalite Quad LED Moving PARS (30 degree lens)
 10-Elektalite RGBW LED Moving PARS (25 degree lens)
 16-Elektalite LKE 700 Profiles *** (700w)
 12-ADJ INNO Spot Elite LED Profile Fixtures (used as front light from FOH truss and 1st LX)
 10-ADJ DOTZ Matrix 4.4 LED Cubes (5/5 for Cyc Lights and Ground Row)
 05-ADJ ILLUSION DOTZ 4.4 LED Moving Head Effects Cubes ***
 06-ADJ INNO Spot Elite LED Profile Fixtures *** (used for Floor or Air F/X fixtures)
 17-ADJ INNO Color Beam Z-19 Focusable LED PARS
 05-ETC S4 LED Lekos (19 degree) with attached Rosco DMX Iris Units.

Color Wheel 1: Position 1-Open/White; Position 2-Red (R332/L166 eq.); Position 3-Yellow (R12/L101 eq.); Position 4-Dark Blue (R80/L132 eq.); Position 5-Orange (R18/L105 eq.); Position 6-Lt Blue (R78/L79 eq.); Position 7-Congo Blue (R382/L181 eq.); Position 8-CTB (R3216/L203 eq.); Position 9-CTO (R3444/L206)

Gobo Wheel 1: (gobo and position in wheel) F-1 OPEN



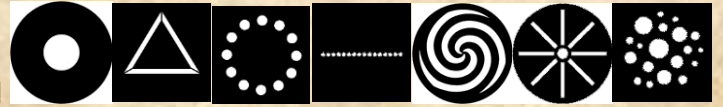
Gobo Wheel 2: (gobo and position in wheel) F-1 OPEN



06-Elektalite "Eye Kandy" LED FX fixtures ***

Color Wheel 1: Position 1-Open/White; Position 2-Red (R27 eq.); Position 3-Yellow (R312 eq.); Position 4-Blue (R80 eq.); Position 5-Green (R90 eq.); Position 6-Amber (R21 eq.); Position 7-Lt Blue (R72 eq.); Position 8-Purple (R39 eq.)

Gobo Wheel 1: (gobo and position in wheel) F-1 OPEN



ADJ Inno Spot Elite LED Profile Fixtures***

Color Wheel 1: Position 1-Open/White; Position 2-Red (R25 eq.); Position 3-Amber (R20 eq.); Position 4-Yellow (R12 eq.); Position 5-Green (R389 eq.); Position 6-Med Blue (R83 eq.); Position 7-Magenta (R346 eq.); Position 8-Lavendar (R355 eq.)

Gobo Wheel 1: (gobo and position in wheel) F-1 OPEN



Follow Spots:

02-Lycian Starklite II 1272/UT (1.2k Xenon) ***

***Requires additional rental fee

Prices available upon request

Lighting Accessories:

20-City Theatrical Drop-in Iris units (for S4 Lekos)

22-"B" size pattern holders

20-Barndoors for Strand Fresnels

06-Barndoors for ETC PARS

24-Top Hats (for S4 Lekos)

18-7 1/2" R59 (equivalent) Dichromatic glass filters

12-Quick Plate floor bases

04-Altman 50lb bases with 9' schedule 40 threaded pipe (stage booms)

04-STL 65lb bases with 9' schedule 40 non-threaded pipe (stage booms)

04-City Theatrical Scenery Bumpers

Portable Lighting System:

10-Elektralite "Eye Ball" Quad LED PAR fixtures

2-ADJ Flat Par LED fixtures

Control Console: ETC Smartfade

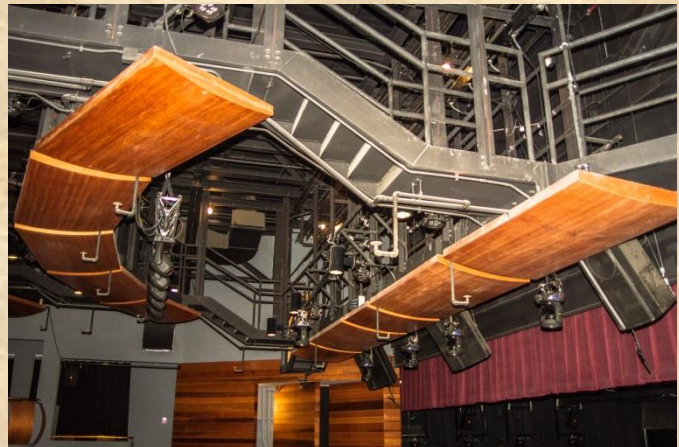


Available Patterns: (Gobos)

- | | |
|---------------------------------|------------------------------|
| 6 – B1047 (Blowing Flame) | 8 – 79081 (Baby Boomerangs) |
| 4 – 77280 (Jaws) | 2 – 79129 (Snowflakes 2) |
| 4 – B 408 (Sm Leaf Breakup) | 1 – 846 (Gothic) |
| 4 – 71024 (Flames 7) | 1 – 444 (Bright Lights) |
| 4 – 77642 (Triangles Sm) | 1 – 79001 (Night sky) |
| 8 – 71028 (Geometric Explosion) | 1 – 850 (Shooting Stars) |
| 8 – 77806 (Leaf Breakup) | 8 – 77932 (Stars 6) |
| 4 – 77805 (Leaf Breakup Med) | 8 – 77929 (Whirl) |
| 4 – 79654 (Blobs) | 8 – 79087 (Splat Breakup) |
| 4 – 78220 (Wrinkles Lg) | 6 – 78200 (Sun Circle) |
| 8 – 77751 (Radial Lines) | 8 – 77582 (Tye Dye) |
| 6 – 71055 (Sunburst Flowers) | 8 – 77893-Whirlpool |
| 8 – 79702 (Radial Circles) | 8 – 77617-Biohazard |
| 4 – 79177-Grecian Sun | 4 – 78444-Diamond Spheres |
| 4 – 74017-Symetric #17 | 4 – 78475-Rotating Apertures |
| 4 – 74054-Organic # 4 | 4 – 77392-Geometrics # 2 |
| 4 – 74022-Symetric # 2 | |

Circuits:

1. Lighting Booth: Circuits 1 and 2
 2. 3rd Catwalk: Circuits 3 thru 8 (from house right)
 3. 2nd Catwalk: Circuits 9 thru 23 (from house right)
 4. 1st Catwalk: Circuits 24 thru 38 (from house right)
 5. #1 Cove SL Low: Circuits 68 and 69
 6. #1 Cove SL High: Circuits 59 thru 61
 7. #1 Cove SR Low: Circuits 70 and 71
 8. #1 Cove SR High: Circuits 62 thru 64
 9. #2 Cove SL Low: Circuits 65 and 66
 10. #2 Cove SL High: Circuits 53 thru 55
 11. #2 Cove SR Low: Circuits 66 and 67
- Note: Circuit 66 is paired SL & SR (essentially a “two-fer”)
12. #2 Cove SR High: Circuits 56 thru 58
 13. #1 Electric: Circuits 78 thru 104 (from SL) (27 total 2k circuits)
 14. #2 Electric: Circuits 113 thru 127 (from SL) (15 total 2k circuits)
 15. #3 Electric: Circuits 136 thru 150 (from SL) (15 total 2k circuits)
 16. #4 Electric: Circuits 159 thru 173 (from SL) (15 total 2k circuits)
 17. #5 Electric: Circuits 178 thru 198 (from SL) (Cyc Pipe)
- Note: Circuits 178 thru 183 are individual circuits evenly spaced between circuits 184 thru 198 which are set up in bundles of three, i.e.: 178...184/185/186...179.
18. Proscenium SL: Circuits 201 thru 203
 19. Proscenium SR: Circuits 204/205 and 208
 20. Upstage R Wall: Circuit 236
 21. Upstage L Wall: Circuit 235



22. SL Floor Pockets (starting downstage)

Box 1: Circuits 209/208

Box 2: Circuits 213/212

Box 3: Circuits 217/216

23. SR Floor Pockets (starting downstage)

Box 1: Circuits 210/211

Box 2: Circuits 214/215

Box 3: Circuits 218/219

24. Upstage Floor Pockets (starting stage left)

Box 1: Circuits 222 thru 220

Box 2: Circuits 225 thru 223

Box 3: Circuits 228 thru 226

Box 4: Circuits 231 thru 229

Box 5: Circuits 234 thru 232

25. Fly Gallery SL (starting down stage) Note: These boxes are set up to accept either Multi-cable or 3- pin cable.

Box 1: Circuits 74 thru 77

Box 2: Circuits 109 thru 112

Box 3: Circuits 132 thru 135

Box 4: Circuits 155 thru 158

26. Fly Gallery SR (starting down stage)

Box 1: Circuits 105 thru 108

Box 2: Circuits 128 thru 131

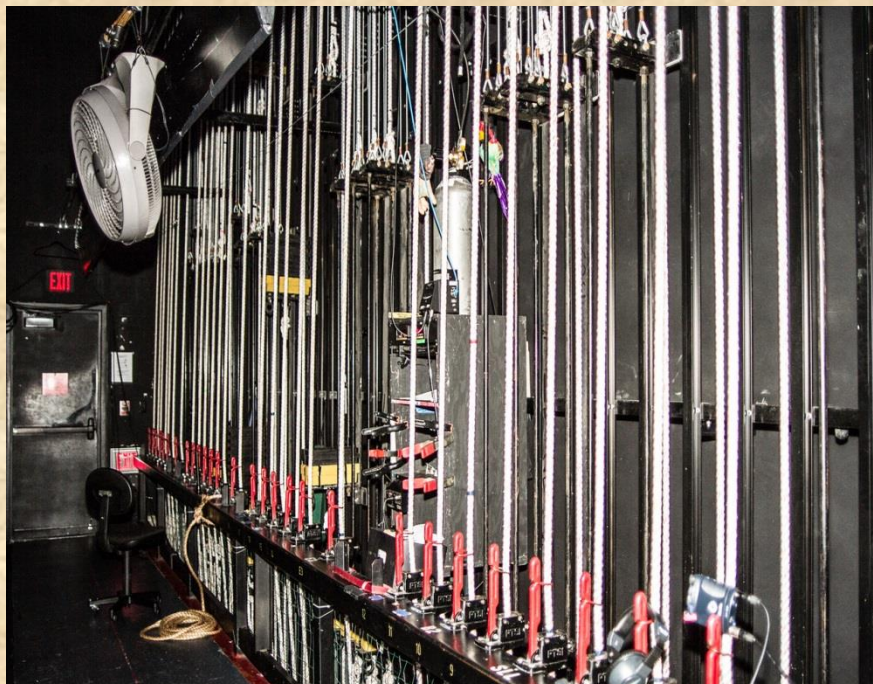
Box 3: Circuits 151 thru 154

Box 4: Circuits 174 thru 177

Projector Alcove: Circuits 199/200

Orchestra Pit: Circuits 72/73

***Note: All automated fixtures are required to use R20 Modules for power. Any R20 Module used consumes 2-20a circuits.



Video Projection:

Projector: 1 Sanyo PLC-XF20
Available Lenses: 1-Sanyo LNS-W32 Short Throw Wide Angle (Fixed at 0.8:1)
1-Sanyo Standard 1.30:1 (Variable Zoom)
Note: Throw distances for this lens are 6'-5" to 54'5"
Screen: 1 Stewart Luxus AT-2 (AT2M240VUM15) unmasked
Screen size: 16'w X 12' h
Note: This is a rear projection screen.
Playback Source: 1 Yamaha BD-S677 Blu-ray player
1 Magnavox 15in preview monitor (rack mounted)
Computer Interface: Extron RGB 109 XI

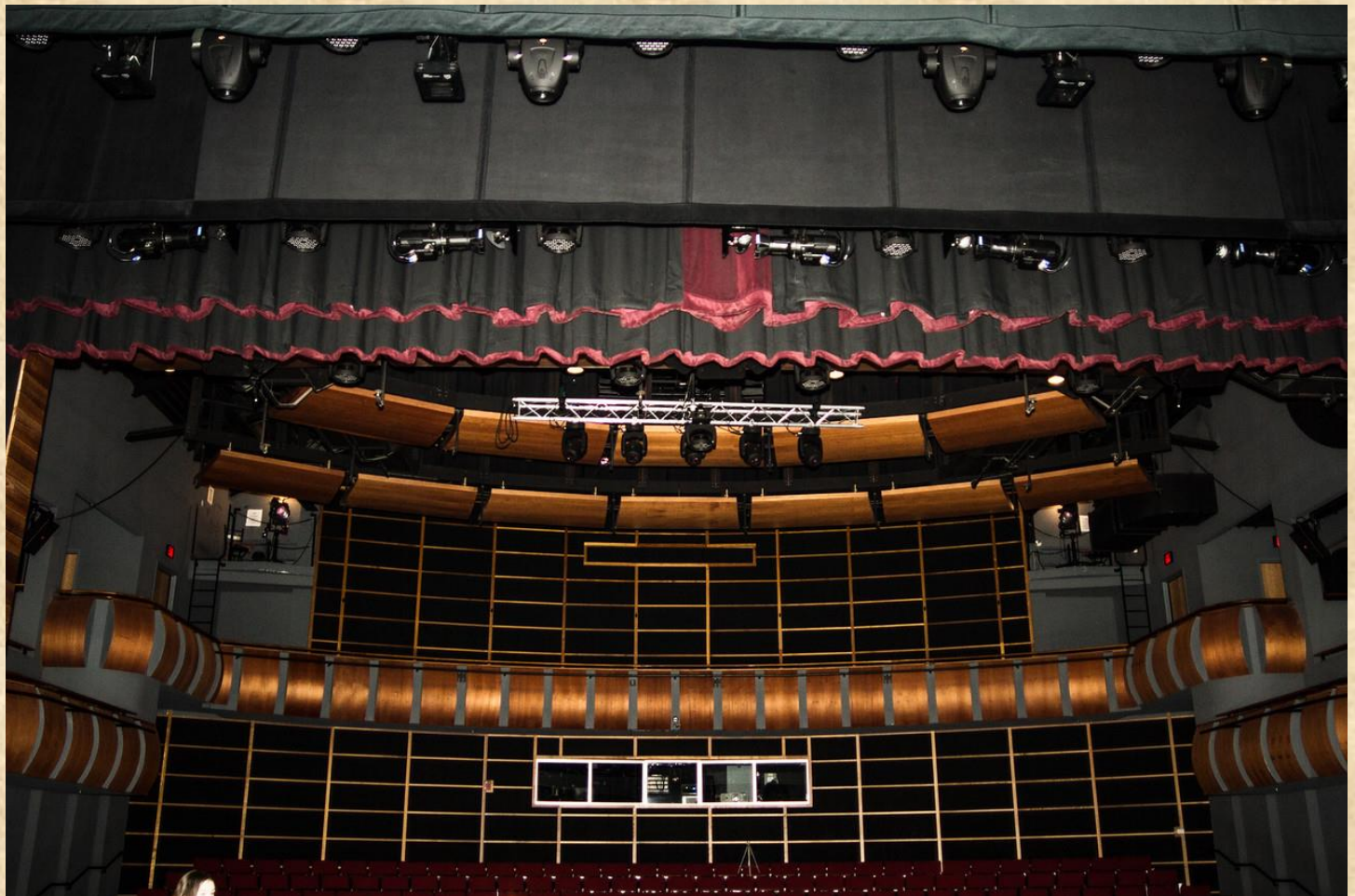
Power Distribution:

Company Switch USR Wall Cam-Lok (G/N turn-around required)
400 Amp 3 Phase 120/208 Volts
Shore Power Tails can be tied into Company Switch if not used by production.
Note: Production will need 75' of cable for Shore Power tie in.
Note: Running of generators not permitted in dock area.

Loading dock located at West end of Fourth Street

Location	Upstage Right at Stage Level
Dock Height	3'-0"
Scene Shop Loading Door	12' Wide x 12" Tall
Access Doors from Scene Shop to Stage	10' Wide x 15" Tall
Distance from Dock to Stage	40' approx.

Dock Plate	5'x 4' Aluminum 3700lb Capacity
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Rigging:

Under-hung counterweight rigging system, manually operated, single purchase. Single-pipe general purpose battens, double-pipe dedicated electrics battens, tracked side ladders on truss battens.

Dual Locking Rail Location: Stage Left at Stage Level and Pin Rail Level (21' above Stage)
 Pin Rail Location: Stage Left and Right at Pin Rail Level (21' above Stage)

Counterweight Linesets:

Across Stage 32

Up/Down Stage (Side Ladders) 2

Lift Lines per Set:

General Purpose 5

Electrics 7

Side Ladders 4

Arbor Live Load Capacity:

General Purpose 1,400 pounds

Electrics 1,800 pounds

Side Electrics 1,200 pounds

Batten Length:

Across Stage 47'-3"

Up/Down Stage 31'-0"

High Trim 44'-7"

In Trim 3'-9"

Batten Travel 40'-10"

Sand Bags 4-10#, 12-25#, 6-50#, 3-100#

Draperies:

Drapery	Finished Dimensions	Fullness	Fabric Color
Main Border	1 @ 47'-3"W x 12'-0"H	75% Sewn-in 25 oz.	Velour Burgundy
Main Drape	2 @ 25'-2"W x 23'-0"H	75% Sewn-in 25 oz.	Velour Burgundy
Borders	5 @ 47' W x 10' H	None 25 oz.	Velour Black
Legs	10 @ 10'-0"W x 23'-0"H	None 25 oz.	Velour Black
Travelers	2 @ 37'-11"W x 23'-0"H	None 25 oz.	Velour Black
Black Scrim	2 @ 47'-3"W x 21'-0"H	None Sharkstooth	Black
Grey Scrim	1 @ 47'-3"W x 21'-0"H	None Sharkstooth	Grey
Full Stg Black	1 @ 47'-0"W x 21'-0"H	None Commando	Black
Cyclorama	1 @ 47'-3"W x 26'-0"H	None Leno Cloth	White
Side Masking	6 @ 10'W x 22'-0" H	None Commando	Black
Fabric Columns	4 @ 30" in diameter x 22'H (Translucent)		Off White***
Portable Adjustable Quick Change Booth (black drape) 8' H x 4'-8' wide/deep			

Line set Schedule:

Line set Number	Distance from	House Hang C/L	From Linesets	Dedicated	Show Hang
	Proscenium				
VAL *	0'-10"	Main Border C/L	3	Main Border	
MC *	1'-7"	Main Drape (Act Curtain)		C/L	3 Main Drape (Act Curtain)
E1 *	3'-1"	Electrics #1 N/A	3	Electrics #1	
4	4'-7"	OPEN			
5	5'-4"	OPEN			
6	6'-1"	Border # 1 C/L			
7	7'-10"	Legs # 1		17'	
SRL *	8'-7"	Stage Right Light Ladder		26' R 3	Stage Right Light Ladder
E2 *	9'-4"	Electrics #2 N/A	3	Electrics #2	
SLL *	10'-1"	Stage Left Light Ladder		26' L 3	Stage Left Light Ladder
9	10'-10"	OPEN			
10	11'-7"	Border #2 C/L			
11	12'-4"	Legs #2		17'	
12	13'-1"	Mid Stage Traveler			
E3 *	15'-7"	Electrics #3 C/L	3	Electrics #3	
14	17'-1"	OPEN			
15	17'-10"	OPEN			
16	18'-7"	Border #3 C/L			
17	19'-4"	Leg #3		17'	
18	20'-1"	OPEN			
E4 *	21'-10"	Electrics #4 N/A	3	Electrics #4	
20 *	23'-4"	Dedicated			Non-usable
21	24'-1"	OPEN			
22	24'-10"	Projection Screen			
23	25'-7"	Border #4			
24	26'-4"	Legs #4			
25	27'-1"	Upstage Traveler			
E5 *	28'-10"	Electrics #5 N/A	3	Electrics #5	
27	30'-4"	Black Scrim		C/L	(Storage)
28	31'-1"	Black Scrim		C/L	(Storage)
29	31'-10"	Grey Scrim		C/L	(Storage)
30	32'-7"	OPEN			
31	33'-4"	Full Black		C/L	(Storage)
32	34'-1"	Cyc		C/L	

* indicates dedicated Linesets

*****Note: FOH truss blocks use of the 2nd AP. Any front light needed can be hung on 3rd AP with higher wattage fixture.**

Dressing Rooms:

There are three Dressing Rooms designed for 33 people. All rooms have make-up lights, mirrors, chairs, sink(s), toilet(s), and shower. Dressing Rooms are located at stage-level on Stage Right.

Room	Designed	Capacity	Maximum Capacity	Facilities
I	1	3	1 sink, 1 toilet, 1 shower	
II	14	26	2 sinks, 1 toilet, 1 shower	
III	18	30	2 sinks, 2 toilets, 1 shower	

Note: If needed, the Dance Studio (Stage level) and Rehearsal Rooms (second level) may be available for additional dressing areas.

Dressing rooms come equipped with a flat screen monitor connected a CCTV to view the onstage activity.



Wardrobe:

There is no designated wardrobe area. There is a washer and dryer located in the Scene Shop.

House Wardrobe Equipment:

- 1 - Steamer (Jiffy J-2) • 2 – Irons
- 5 - Wardrobe Racks • 2 - Ironing Boards

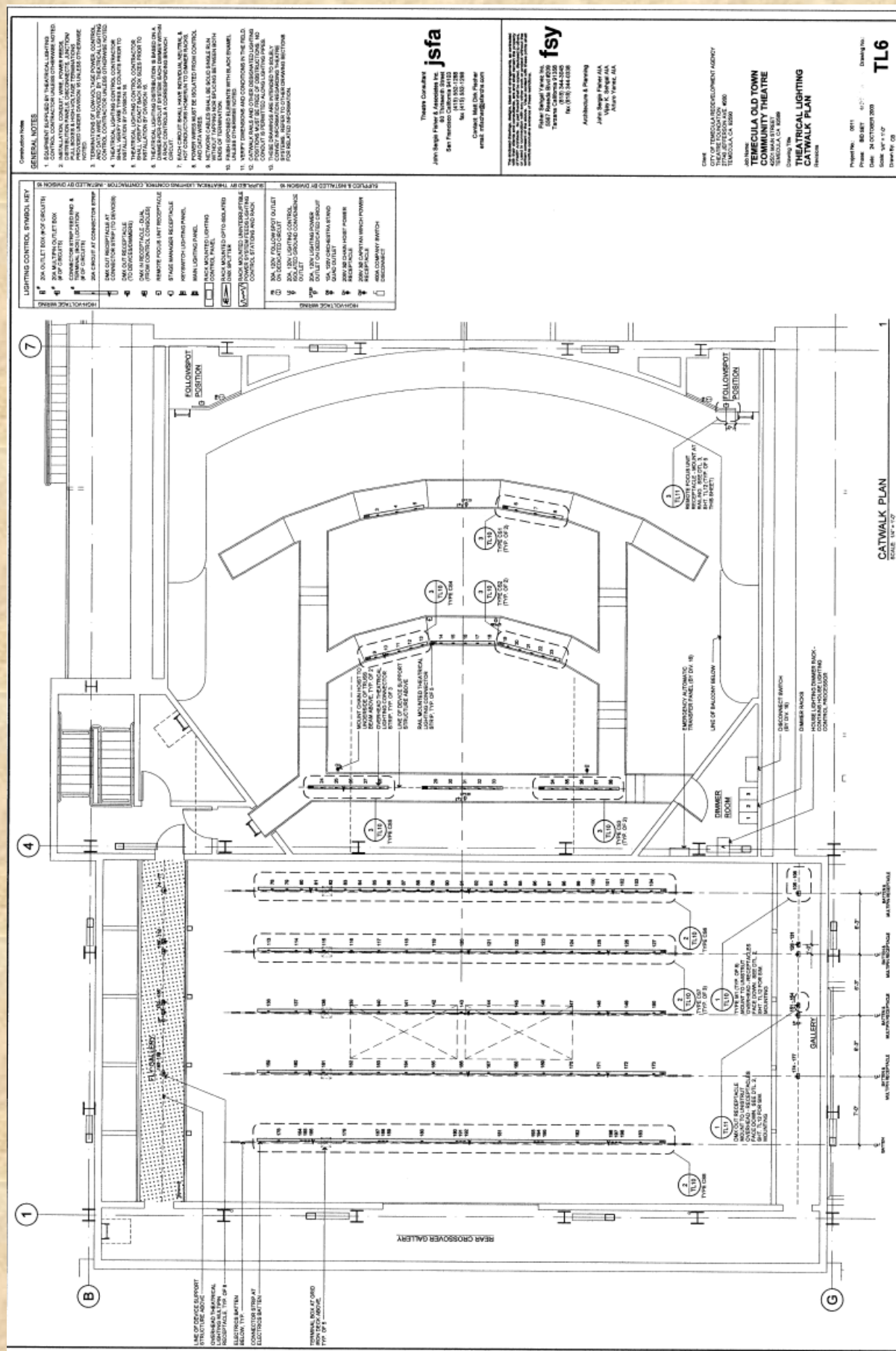


Dance Studio:

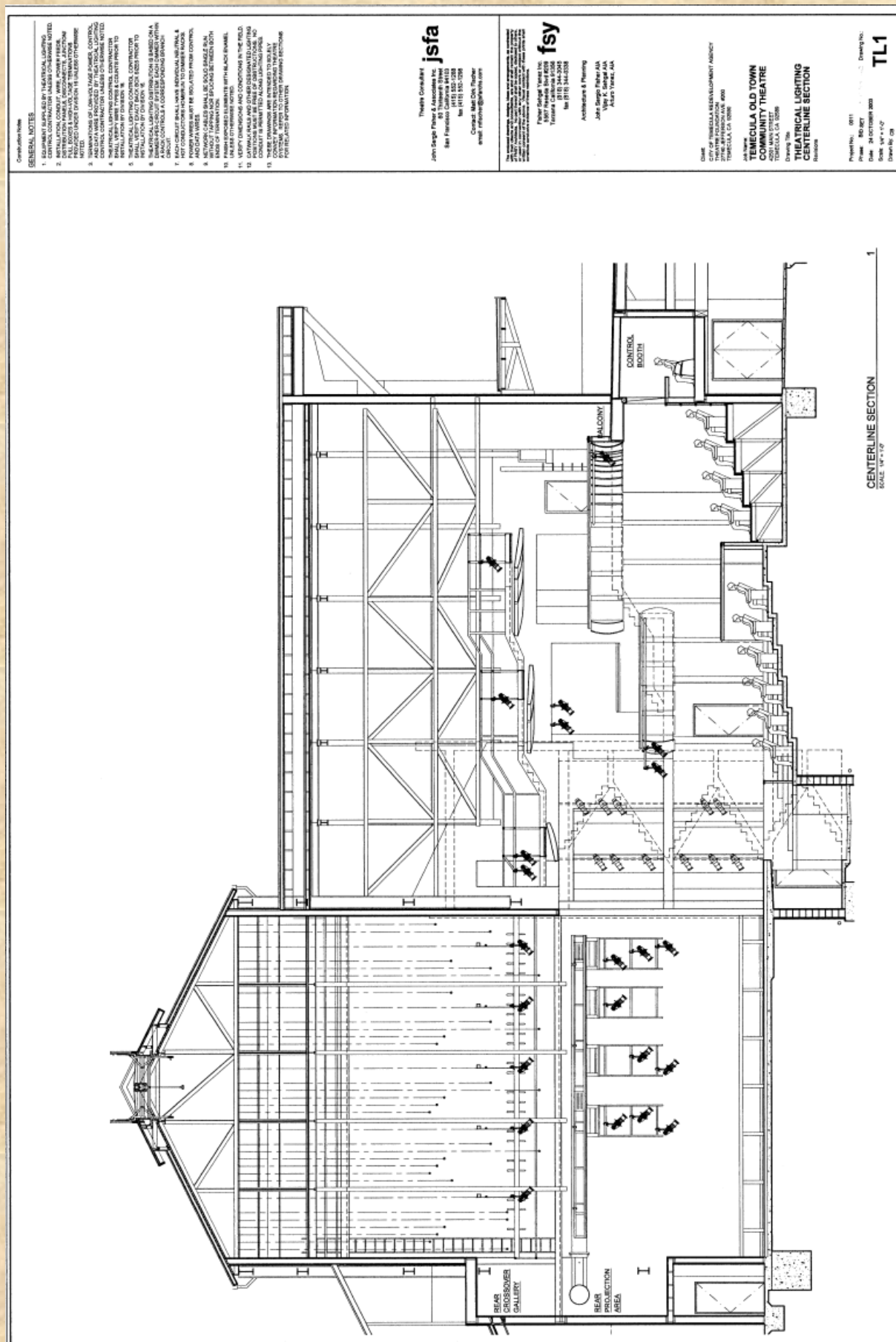
Use of the Dance Studio must be requested in advance and is subject to availability. No shoes other than dance shoes are allowed. Food and beverages (except bottled water) are not allowed.

Location	Down-Stage Right
Dimensions	27' x 43'
Capacity	165
Distance from Stage	62'
Equipment	Permanent Barres, mirrors, Yamaha upright piano

CAT WALK OF MAIN THEATER



CENTERLINE OF MAIN THEATER



THE MERC (BLACK BOX SPACE)

Stage Specifications:

Stage Dimensions

24' (W) 8' (D) 8" (H)

Sound System:

Main PA-JBL EON 15 300 watt FOH speakers (flown)

Monitors-2 JBL EON 10 200 watt speakers

Control-Allen and Heath ZED 10FX

Mics-1- AKG 301 (without switch)

1-AKG 301 (with switch)

1-AKG 88S (with switch)

1-Shure PG58 (with switch)

1-Fender P51 (with switch)

1-Radio Shack 3304 (with switch)

Playback-1 portable CD player

Note: House provides: 3 Straight Stands, 3 Boom Stands, 2 30' Monitor Cables and 4 30' XLR mic cables.

Artist/Group must provide their own if more are needed.

Available Backline:

Steinway Model "O" 5' Baby Grand

Note: Artist must request its use.

Sound Pressure Levels:

We require that sound pressure be kept within safe levels for both our audience and our crew. If the peak sound pressure levels at the closest audience or crew member exceed 85 db (A-Weighted) or 90 db (C Weighted) the artists will be asked to pull back the level.

Lighting System:

Control Console: ETC ColorSource 20

Location: Mezzanine Level

Fixture Inventory:

14-American DJ QWH5 LED Flat Par

03-American DJ Inno Spot LED profiles

01-Altman Comet 360w Follow Spot

Maximum seating capacity 48



CONTACT AND GENERAL INFORMATION

Theater Contacts

Beatriz Barnett beatriz.barnett@TemeculaCA.gov	Theater Manager	951.308.6343
Chariss Turner chariss.turner@TemeculaCA.gov	Patron Services Coordinator/ Ticket Office Manager	951.308.6348
William R. Strawn bill.strawn@TemeculaCA.gov	Technical Director and Lighting Designer/Director	951.308.6378(o) 951.551.0432 (c)
John Deards john.deards@TemeculaCA.gov	Assistant Technical Director/ Audio Engineer	951.308.6380

Driving Directions to Loading Dock:

From the South (San Diego County)

Take Interstate 15 north to the Rancho California exit, turn left to Old Town Front Street, turn left to Fourth Street and turn right to the Theater, which is on the left at the end of Fourth Street.

From Riverside, Orange, Los Angeles Counties

Take Interstate 15 south to the Rancho California exit; turn right to Old Town Front Street, turn left to Fourth Street, and turn right to the Theater, which is on the left at the end of Fourth Street.

Restaurants:

A Short Walk:

The Bank (Mexican Food)

Rosa's Cantina (Mexican Fast Food)

1909 (American Bistro)

A Longer Walk:

Front Street Bar & Grill (Full Service Restaurant/Bar)

The Swing Inn (Diner Food)

Texas Lil's (Full Service Restaurant/Bar)

Sweet Lumpy's (BBQ)

Starbucks (Coffee)

Café Bravo (Coffee)

Hotels:

A Walk:

Palomar Inn Hotel www.palomarinntemecula.com

Ramada Inn www.ramada-temecula.com

Hotel Temecula www.thehoteltemecula.com

A Short Drive:

Temecula Creek Inn www.temeculacreekinn.com

Hampton Inn & Suites www.temeculasuites.hamptoninn.com

Holiday Inn Express www.staytemecula.com

Protocol and Restrictions

No item with wet paint may be brought into the facilities, and no major painting may be done anywhere inside or outside of the facilities. The Theater will allow touch-up painting only on sets, props, and costumes. All painting projects must be scheduled in advance with Theater Management. The User will be required to use care to protect the facilities from paint spills and over-spray, and to perform any necessary clean-up.

To facilitate the load-in, scenery should arrive at the Theater properly rigged. Theater Management reserves the right to re-rig any piece deemed unsafe to fly. If the User desires to fly people, the User shall employ a specialty flying company approved by Theater Management (such as Flying by Foy or ZFX).

Users of automated Profile Luminaires (LXE700/Eye Kandy/Inno Spots) please note that no custom gobos or color will be installed in any of the fixtures. See available patterns and colors on pages 5 and 6 above.

Users wishing to have their personnel operate lighting console and automated lighting fixtures must show (to the satisfaction of theater TD) that they are certified in the use of the ETC EOS operating system and the proper operation and use of automated luminaries.

*Those not meeting the above criteria will not be allowed to operate the console. **No exceptions.***

Those meeting the criteria must strictly adhere to the rules set forth by theater TD for inhabiting the lighting booth and the use of the equipment.

The use of all types of glitter, small confetti, and hay is prohibited. Chewing gum is never allowed in any of the buildings. Also, food and drinks are prohibited on the stage and in the auditorium.

A sufficient number of adult chaperones are required for events with *large numbers (50 or more)* of children on stage. Children will not be allowed in the Theater until the chaperones are present.

The User is responsible to monitor the behavior of all cast members backstage (no running, jumping, pushing, touching the soft goods, playing with the locking rail, etc.).

Only required personnel are allowed in audience chamber during rehearsals.

Televisions in dressing rooms are connected to an in house CCTV system and do not receive any outside programming, please do not adjust or change settings or channels.

The User should arrange for all deliveries and pick-ups of equipment to occur during the time the User has contracted to use the Theater. Any pick-ups or deliveries scheduled outside of this time block must be approved in advance by Theater Management. Storage of sets, props, costumes, etc. over any non-contracted days is not allowed.

The User should provide a Stage Manager familiar with the production for all rehearsals and performances. The Stage Manager will call the show in headset communication with the stagehands. Theater stage personnel will assist and train the Stage Manager if required. Theater Management reserves the right to require the User to provide a qualified and competent audio engineer familiar with the production for shows with certain types of audio requirements.

The Theater shall have the in-house engineer work with the User's engineer to ensure continuity of use of all house audio gear.

Fire Code and Safety Compliance:

Compliance with all local, state, and federal safety and fire codes is expected. All sets and drops must be flame proofed or fire retarded. Theater Management will prohibit the use of any item failing to comply with fire codes and/or safety standards.

The use of all special effects equipment, including, but not limited to, smoke machines, fog machines, hazers, and all types of pyrotechnic equipment, as well as the use of gun powder, starter pistols, candles, cigarettes, and all types of flames, is subject to the advance approval of Theater Management and, in some cases, the City of Temecula Fire Marshal. Please note: Without advance approval, permission will be denied to Users to use special effects in their shows.

The Theater will adhere to professional theater industry safety codes. All flown scenery will require the use of hardware rated for that purpose. Stagehands will be given scheduled breaks to keep them alert in an inherently dangerous work environment. In accordance with California state law, all of the buildings are smoke-free facilities.



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